

# MILATARI

MILATARI - THE MILITARY HISTORY MAGAZINE

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July 19

Annual MILATARI Swap Fest

July 19



**JULY 19, 1986**

BASIC Class & ST SIG 2:15 PM

Business Meeting 3:30 PM



July 21 7:30PM Board Meeting Ground Round Hwy100 & Bluemound

**Aug 23 3rd Annual MILATARI Picnic 1-6PM**  
Falk Park 2013 W Rawson Ave Oak Creek

**Now is the time for all good members to come to aid of thier club!**

This is an appeal to all of the membership to support YOUR club. We are in dire need of monies from disk and other item sales. The club is just barely able to run from month to month. Please help in EVERY way you can. Along this line, I am still waiting for ideas & physical with the MILATARI picnic.

Thank you - Carl Mielcarek





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## ATARI CORP'S BIGGEST BOOTH EVER CHICAGO CES: THE FIRST DAY By JACK POWELL

CHICAGO, IL June 1, 1986 --

Atari's exhibit space at the Chicago Consumer Electronics show is the largest seen since the Tramiels took over the company. Walls of monitors displaying Atari software, ranging from ST computers to 2600 game machines, surrounded some 35 third-party developers showing off both 8-bit and ST software.

CES breezed into the Windy City Sunday, opening to brisk crowds. While Chicago natives soaked up the first of the season's hot, humid sunshine, electronics mavens crowded inside the huge McCormick Show Halls off Lake Michigan and ogled the techno-wonders.

As an added bit of Atari nostalgia, a central room contained such coin-operated Atari arcade games, as Asteroids, Dig Dug and Jungle King. Two special display areas were reserved for MIDI and digitizing software. In the MIDI booth, Hybrid Arts showed its many sophisticated products for ST and 8-bit. Activision demonstrated The Music Studio, also available on both ST and 8-bit. The digitizing booth displayed Computereyes for the 8-bit and HippoVision for the ST.

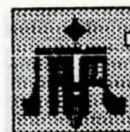
### THIRD-PARTY DEVELOPERS

Judging from this show, the Atari software business seems very active -- certainly more so than in recent shows. Several companies with Atari booths had their own booths elsewhere on the floor. Later reports will detail the software available from these companies. Meanwhile, the companies are displaying the following products within the central Atari area:

- o Artworx is showing its bridge programs for both 8-bit and ST, and Hole-in-One Golf for the ST. They also have a new 8-bit program called Peggamon.
- o Omnitrend -- Universe II for the ST.

- o Migraph -- EasyDraw.
- o Zobian Controls -- The Rat, a mouse for 8-bit Atari computers.
- o First Star Software -- The company that made Spy Vs. Spy and Boulder Dash for the 8-bits is coming out with Comic Strip Maker, a graphics program for the ST.
- o Activision -- Paintworks, which is their new name for the N-Vision graphic art program created by Audio Light, Inc.
- o Michtron -- A whole slew of products for the ST, including the Time Bandits game and the SideKick-type CornerMan utility.
- o Classic Image -- Disk Library and a game called Diablo.
- o Epyx -- Winter Games and Temple of Aphshai Trilogy on the ST.
- o MicroProse -- ST version of Silent Service.
- o Sierra On-Line -- Several animated adventure games. The most recent is Black Cauldron.
- o Softworks -- BASIC compiler for the ST.
- o Avila Associates -- Make it Move, an ST graphics animation program, and a gambling tutorial currently called Casino Craps.
- o Softsync -- Personal Accountant, an 8-bit financial program.
- o Blue Moon Software -- A collection of GEM Desk Accessories including MacroDesk, MacroMath and MacroManager.
- o Academy Software -- Typing Tutor and Word Invaders for both 8 and 16-bit Ataris.
- o Spinnaker -- Displaying an extensive line of 8 and 16-bit educational and adventure game products.
- o American Educational -- A series of educational software for 8-bit Ataris.
- o OSS -- 8-bit and 16-bit programmer's tools.
- o ICD -- Some exciting 8-bit hardware, including the ICD Multi I/O Board, a new multi-use I/O board which plugs into the parallel port. (More about this in the next report.)
- o Xlent -- Displayed the entire line of products, including many printer/graphics packages available for both 8- and 16-bit machines.
- o Haba Arrays -- Get Rich, a financial planning package for 8-bit machines.
- o FTL -- The creators of Sundog for the ST, are also showing Micro Cookbook and Dungeon Master Adventure.
- o Britannica Learning -- A series of educational programs for the 8-bit Ataris.
- o Batteries Included -- A new version of





PaperClip for the 8-bit with Spellpack. Thunder, a real-time spelling checker.

- o Electronic Arts had two Atari booths. One to show off their long line of 8-bit game products and the other to display Financial Cookbook for the ST. According to an EA spokesperson, such EA hits as Golden Oldies will be adapted to the ST, but there EA is not currently planning to adapt Marble Madness to the 16-bit Atari.
- o Covox -- Voice Master, Atari 8-bit voice recognition software.
- o SSI -- Booths for both lines of Atari computers and displayed many of its very successful strategic games.
- o Quickview -- Software author Paul Heckel showed his Zoomracks ST database program.

## NEW ST MAGAZINE GETS A START

Antic Publishing unveiled its new ST quarterly, START, a combination magazine and disk. Instead of type-in listings, all program listings are on the disk, which is bound into the magazine in a tear-proof envelope.

## FINALLY, THE 80-COLUMN CARD CES: THE SECOND DAY BY JACK POWELL

CHICAGO - 6/3/86 -- On the second day of the Consumer Electronics Show, we took a closer look at some of the many computer products filling the basement of McCormick Hall West.

Atari's John Skruch, Manager of XE Software Products, showed us the XEP 80 -- the long-awaited 80-column adapter for the Atari 800, XL/XE computers. The adapter is "new-Atari" gray-colored and just slightly smaller than the old Atari 850 interface. As Skruch said temptingly, "It has the same 'footprint' as the 8-bit 3.5-inch drives."

Atari Corp. is still not ready to announce the long-rumored 3.5-inch drives for the 8-bit line. But reliable sources within the company report that the drives will have a capacity of 325K, formatted, and the Disk Operating System will be compatible with DOS 2.5.

The XEP 80 has a standard Centronics parallel printer port in the back, an RCA monitor input, an I/O cord that plugs into either joystick port and an input for its external power supply (which is about the same size as most modem power supplies).

The card was demonstrated on a standard green monochrome monitor and the letters looked as crisp and clean as an IBM PC screen display. Atari claims the adapter will also work with a color monitor, but not satisfactorily with a television set.

Built-in software supports the entire Atari internal character set, including special graphics characters, plus the Atari international set and an expanded international set contained in the ROM of the XEP 80's controller chip.

The card supports any call which works with the E: device and has such special effects as black on white or white on black, double-width or double-height characters, and blinking or solid cursor and characters.

Skruch said there was a special "burst" mode which printed text to the screen "four times faster" than normal.

Although cartridges such as BASIC XE, from OSS, work with the new adapter, most software will have to be specially adapted for it. Also, programs that use bit graphics will have to try something else, since the usual bit graphics screen fills only half the 80-column screen.

The XEP-80 is expected to reach dealers in late fall with a price tag just under \$80.

## ATARI PRINTERS

Ever since Atari displayed the first ST a year ago, it has been showing printers. Only now are the dot-matrix graphics peripherals being shipped, at a price of \$219.95. The XMM 804 for the ST and XMM 801 XE printer are essentially the same.

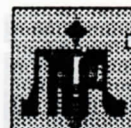
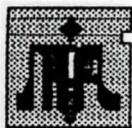
The 801 is compatible with the Epson medium-resolution graphics mode and contains a built-in interface for the 8-bit machines. The 804 supports up to 1,280 dots per inch and uses a standard centronics cable to link it with the ST.

Though both machines were designed to be as compatible as possible with Epson printers, they are also fully compatible with the earlier Atari 825 printer and are designed primarily as a new, improved printer for those who previously owned the 825.

## THE ONE MEGABYTE XE

While many companies have jumped on the ST bandwagon, ICD has been quietly churning out important hardware items for the 8-bits, including a straight-connect modem cable for \$14.95, a low-cost printer connection for \$59.95, and The P:R: Connection, a replacement for the Atari 850 modem interface. The P:R: Connection (\$89.95) is a small box with





one printer port and two modem ports. It gets its power from the computer and works on any Atari 8-bit machine.

Yes, now you can have a 1-megabyte 130XE. The ICD Multi I/O Board plugs into the parallel bus port and sells for \$199 for a 256K version and \$349 for a 1-megabyte board.

Included in the board are a parallel printer interface, a serial printer/modem interface, a printer spooler and a hard disk interface. According to ICD, a standard hard disk can be used with either a SASI or SCSI controller card. The product is also compatible with the Supra hard disk.

ICD's display system was configured with two hard disks and one floppy, with built-in software permitting segmenting of the hard disks. The screen displayed four hard disks at 260K, 10Mb, 9Mb and 3Mb, plus three RAM-disks at 192K, 256K and 512K; and finally the one floppy. Oh yes, and a 64K printer spooler.

ICD said that any DOS can be used with the Multi board. The whole thing sounds like a dream come true for 8-bit power freaks.

## RATS, AN 8-BIT MOUSE

Matthew Zobian, of Zobian Software, showed us his baby "the Rat", a mouse for the 8-bit Ataris. Zobian feels the mouse is the "wave of the future" in computers and, because the Atari 8-bit is such an excellent graphics machine, it seems perfect for mice -- or rats.

The Rat comes with its own software, including a graphics program and a cursor control routine. But Zobian realizes he must court other software developers to make a success of his interface. Accordingly, he told us that MTS is developing mouse-compatible Big Picture and Artist Unleashed -- both graphics packages. RAMbrandt, another paint program, and a business management package by Reeves Software are also being adapted to The Rat.

The single-button Rat is an analog mouse which plugs into the joystick. Zobian claims that it is very easy to program. Without accompanying software, the Rat sells for \$89.95.

## ANIMATED GRAPHICS FOR ST

Avila Associates, a new company, displayed two new products for the ST at the Atari exhibit area: Make it Move, a graphics presentation utility featuring animation, and Casino Craps, a gambling tutorial. Both are expected in July.

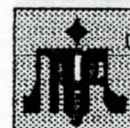
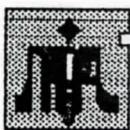
Make it Move lets you grab portions of your DEGAS or NEOchrome pictures and program them into an animated presentation. When we saw it, the program was in the alpha state. Essentially, you can perform functions similar to movie editing techniques, such as wipes, dissolves, fades, cuts and zooms. A single object, grabbed from a screen picture, may be programmed to move along a given path. The same object may also be animated while moving on that path.

Rene De La Brandeis, designer of the program, grabbed a section of a NEOchrome picture and saved it in a special compressed format. He then pulled it up with the Zoom utility, set its beginning and ending coordinates and ran it. The object appeared from the beginning coordinates and smoothly grew to full size while following a curved path to the end coordinates. It looked good!

Casino Craps displays a very detailed, and accurate, craps board designed to teach the user to play craps at Harrah's casino in Las Vegas. De La Brandeis is currently trying to get Harrah's name on the product. He hopes they'll want to use it to encourage people to learn the game. These days, the only craps players are World War II vets, according to Harrah's. Harrah's, naturally wants to change this, and De La Brandeis hopes they'll use his game to this end. "It's a lot cheaper way to learn craps," he said.







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FIREBIRD DEVELOPS  
THE PAWN FOR 8-BITS  
CES - THE THIRD DAY  
By Jack Powell



CHICAGO, IL 6/3/86 -- The 800XL and 130XE are back. If the product displays at the Spring Consumer Electronics Show here in Chicago are any indication, more companies are beginning to support these powerful 6502-based graphics computers, partly due to the enthusiasm their 68000-based sibling is receiving.

The Pawn, the successful -- and difficult 520 ST graphics/text adventure, is currently being adapted for the 800 XL and 130 XE and will be released in this country through Firebird Licences.

The Atari 8-bit version of the game will have all the complexity of its ST cousin and the same incredible parser and graphics, but half the graphic resolution. Programmers at Magnetic Scrolls, the technically sophisticated software development group from Great Britain, are playing with the display list to imitate the ST full color spectrum on 8-bit screens.

The new Pawn will also have a postage stamp-size graphic image sitting in the upper left corner of the screen to give you an idea of where you are. And for hard-core text adventurers who feel graphics are sissy (and rightfully so) a non-graphics mode ignores the 30 pictures stored in the game.

#### DATASOFT SUPPORTS THE 8-BITS

Datasoft displayed strong 8-bit Atari commitment with a new line of software. Yie Ar Kung-Fu, a Kung Fu game from Japanese firm, Kjonami priced -- like most of Datasoft's 8-bit products -- at \$29.95 will be available by Christmas.

Fight a succession of increasingly skillful warriors until you finally reach a warrior as good as yourself. Datasoft didn't say what happens if you beat yourself.

221B Baker Street, a Sherlock Holmes graphics/text adventure, can handle up to four players. The game includes 30 different

cases on one disk and add-on disks are planned for \$14.95 each.

In the underground labyrinth of Mercenary, map and wander the dimensional rooms in this complex 3-D maze game featuring vector graphics. On the planet surface, the game turns into more of a flight simulation arcade game.

Gunslinger is another graphics/text adventure -- this time with a western theme. Never Ending Story, available now, is a graphics/text adventure based on the fantasy movie of the same name.

The Dungeon Module of Alternate Realities is expected to ship in the third quarter. Datasoft also demonstrated a preliminary version of Alternate Realities for the ST which basically scrolled continually around the streetmaze. No control and no sound, but the graphics were very clean and detailed. They hope to have it out by September. But with Alternate Realities, you never know.

At the Infocom party after the show, Sunday night at the Field Museum of Natural History, a Victorian architectural wonder whose interior looks remarkably like several scenes from the movie Dune.

After standing around, drinks in hand, hobnobbing with dinosaur skeletons and stuffed elephants, the crowd was instructed to proceed downstairs to the "presentation" room.

Leaving this wonderful ambience, we found ourselves in what looked like a small, corporate briefing room, complete with podium and folding chairs. There the programmers responsible for Infocom's newest games described their products.

Steve Meretzky, co-author of the Hitchhiker's Guide to the Galaxy game and author of Planetfall, has come up with The Leather Goddesses of Phobos, a racy spoof of the pulp sci-fi novels of the 1930s. According to Meretzky, it's "the first Infocom game with sex."

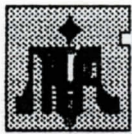
There are three levels of play: Tame, Suggestive, and Lewd. Continuing Infocom's policy of highly entertaining -- and piracy-proof -- packaging, Goddesses will include a 3-D comic book (complete with glasses), and an "enticing" scratch & sniff card, which is essential to completing the game.

#### ANTI-NUCLEAR ADVENTURE

##### IS "ONLY A GAME"

You're an American tourist in London when you suddenly learn that a hydrogen bomb is





about to destroy the city.

This is Trinity, a chilling anti-nuclear text adventure.

Written by Brian Moriarty, originally a staff programmer for Analog Magazine and author of Infocom's highly successful Wish-bringer, the game places you in historically recreated simulations where nuclear bombs have exploded in the past.

You are given a chance to prevent each one and, if you succeed, eventually work your way back to the first: New Mexico, July 16, 1945. Prevent that and you prevent the whole chain of nuclear history.

This is the first Infocom game to faithfully recreate actual events and locations. It's a bold concept, but Moriarty emphasises it is "only a game."

#### FEMININE MYSTIQUE

Jim Lawrence, who used to write the Nancy Drew series, and "Witness" programmer Stewart Galley joined forces to create Moonmist. This beginner-level "romantic haunted castle mystery" game is designed to appeal to feminine sensibilities but will, they hope, appeal to both sexes.

#### "STARGLIDER"

"Fleet Commander Hermann Kruud sat in a swivel chair in the control room of Starglider One -- the flagship of his invasion fleet -- and stared with brooding, bloodshot eyes at the two sentinel ships that were centered in his hologram field..."

So begins the 70-page novella documenting Star Glider, an ST arcade game currently nearing completion. Programmed by Jez Sans, Starglider is visually similar to Atari Inc.'s coin-operated Star Wars arcade game. Utilizing laser-like vector graphics, you skim over a surface of green dots and annihilate anything coming into your line of sight. The animation is fast and the feeling of flight excellent. Most objects rotate dimensionally and are animated as well.

Not satisfied with just a programmer's input, however, sci-fi author James Follett was hired and practically lived two to three months with the programmer to write a book based on the game. The game was then readapted to fit the book. The full novella will be packaged with the game. And, yes, you'll have to read the book if you want to succeed with this space challenge.



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16 IS NOT ENOUGH: THE 32-BIT ST  
CES: THE LAST DAY

By Jack Powell, Associate Editor, Start

6/4/86 CHICAGO -- Tantalizing glimpses of the long-rumored ST 32-bit machine were offered by Atari Software President Sig Hartmann and Computer Product Marketing Manager Brian Kerr. Hartmann told m engine," presumably an operating system compatible with UNIX, the multi-tasking operating system developed by ATT Bell Labs. According to Kerr, the 32/32 uses the Motorola 68020 chip. The 68020 is in the same "family" as the 68000, making all 520ST and 1040ST software "downwardly compatible" with the new machine. Atari is toying with two possible configurations: either an open architecture machine with slots, or using the ST as front end to the 32-bit as number cruncher.

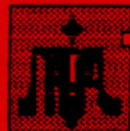
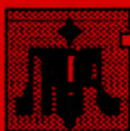
This all happened when the Chicagoland Atari User's Group (C.L.A.U.G.) invited Atari Corp., Antic magazine, Analog magazine, and Bill Wilkinson (representing both his company Optimized Systems Software and Compute! magazine) to participate in a Tuesday night dinner meeting at Trinity College. The Atari representatives fielded questions from over 250 members of several midwestern Atari user's groups during the informal panel session.

THE IBM ST: According to Atari's Sig Hartmann, the ST IBM PC emulator will "hopefully" be ready before the end of the year. Hartmann added that he expects the future to bring an ST emulator for those unfortunate enough to still own an IBM PC.

THE APPLE ST: Atari is also considering the possibility of developing their own Apple II emulator. This move would allow schools with ST computers to tap the vast Apple II education software library. Hartmann is negotiating the legal complications with Apple Computer Corp.

BLITTER CHIP: Questions on the rumored "blitter chip", said to improve the ST's graphic capabilities, prompted Hartmann to announce, "We will definitely have a one-





million pixel machine early next year." It is not known if he was referring to an add-on for the existing machines, or the resolution of the new 32-bit workstation.

Hartmann also vaguely mentioned a project that would use the ST as the "brain" for a low-cost laser printer. Though Hartmann declined to source at Batteries Included told Antic that Atari has asked them to design software for the laser printer.

**200,000 STs WORLDWIDE:** The latest Atari sales claims came from Kerr who announced sales of 200,000 units worldwide, 40 percent of which have been sold in the United States. In Germany, the 520 and 1040ST are number one and number two respectively on the German hardware best-seller lists.

**NEW DOCS:** The infamously obtuse ST developer's documentation is being re-written by a team of seven professional writers. Atari expects to receive the first draft this November. No date was set for publication.

**MORE ATARI MAGAZINES:** At the meeting, Bill Wilkinson announced Compute!'s new ST magazine, expected in September. Like Antic Publishing's STart, the new Compute! magazine will include a 3 1/2-inch disk.

Lee Pappas of Analog Computing magazine announced a special, one-time, exclusively 8-bit issue. At the same time, Pappas took the opportunity to announce that ST Log, the ST section of Analog, will become a separate magazine "by the end of the year."

#### SNEAK PREVIEW: THE NEW DEGAS

Batteries Included showed Antic a sneak preview version of the new DEGAS Elite written by Tom Hudson. No release date was set for the updated version of the popular ST paint package, which will retail for \$79. An upgrade will be available to registered DEGAS owners at half price.

The new DEGAS can load practically any file format including 8-bit picture files, various resolution formats, or Macintosh and Amiga picture files. It works completely within the familiar GEM interface. Click and drag colors, blend between colors and create multi-color fills. Up to eight screens are available within RAM in the 1040ST, and half that number on the 520ST. Color palettes may be loaded from any picture file on disk. The program will eventually have a distort function allowing you to grab and stretch parts of the picture.

The version shown had a system to create color animation with four different sets of colors. There are ten levels of zoom with a split screen which you can scroll within.

Batteries Included also showed two business oriented packages; Thunder (\$39.95), a real-time spelling checker, and I\*S Talk, (\$79.95) an advanced telecommunications package. Both programs are now available.

**INTEGRATED SOFTWARE:** Timeworks demonstrated Data Manager, the first in a series available in late August. All programs are GEM-based and all are designed so that you may use either the mouse or keyboard commands.

Timeworks is also releasing Silvia Porter's Personal Finance, a financial planning package. All are packaged in professional looking IBM-style box-and-binder, and sell for \$89.95 each.

**CONTROLLING HOME:** With this system, you can be sure your electric ice cream maker is turned on and ready for you when you return from vacation. X-10 USA has created a collection of home control hardware for various computers.

The main controlling interface - which is expected to sell for \$69.95 - is programmed by the computer, which may then be turned off. The Powerhouse retains the instructions and acts accordingly. Each remote module (\$16.95 each) can control a single appliance or light.

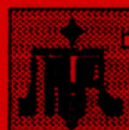
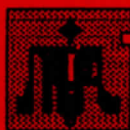
Hippopotamus Software and Michtron are creating ST software to interface with the X-10 Powerhouse modules.

**TERMINAL SPORTS:** Hardball, Accolade's baseball program for 8-bit Ataris has some very detailed, three-dimensional graphics and a good sense of play. Also available for the 8-bits is a fight game called, appropriately enough, Fight Night. Both games will be available in July for \$29.95.

For the ST, Accolade demonstrated Mean 18, a golf game. Shipping date is the end of June for this \$49.95 golf simulation featuring four famous courses (Pebble Beach, St. Andrews) and a course architect program which lets you create your own.

**MORE FORE:** Golf seems to be a popular ST sport this year. Access software has their own ST golf release, Leader Board (\$39.95) with 3-D point-of-view and computerized scoring, handicap system.





While swinging clubs, we checked out Artworx Hole in One Golf (\$29.95) which provides an overhead view of the game and a "course creator" to design your own challenges.

**KIDS STUFF:** Parents desperately seeking ST software suitable for children, will be relieved to hear about Baudville's Rainy Day Games, for kids age 4 and up. This package is a collection of three family children's classics: Concentration, Old Maid, and Go Fish.

Also from Baudville, a company new to the Atari world, is Video Vegas, a game for grown ups which includes a slot machine, blackjack game, Keno, and draw poker. Guitar Wizard, a guitar tutorial, is in the works. The programs will be available this Fall for \$34.95 each.

**BUSINESS IS WAR:** Avalon Hill was touting Spitfire 40, a game and flight simulator for both the ST and 8-bit, available in October at \$35 for both machines. For the 8-bit only is Mission on Thunderhead (\$25), an arcade adventure which is available now. In September, 8-biters can look to this company for Guderian, a strategy game priced at \$30.

**SILENT SERVICE:** Programmer Silas Warner showed an ST version of Microprose Silent Service. Expected by the third quarter for \$39.95, this thoroughly accurate submarine game contains seven scenarios which, we were assured, are exact duplicates of the actual event -- unless you change the course of history by torpedoing the wrong vessel.

**PENGUIN DOES IT AGAIN:** A few years ago, Penguin Software -- makers of adventure games such as Transylvania -- created a marketing stir by lowering their prices to \$19.95 at a time when everyone else was selling game software for \$49.95.

Well, they're doing it again. At CES, they took the opportunity to announce that all Penguin ST software will henceforth be priced at \$19.95. Many Penguin 8-bit products are even lower.

## SOFTWARE AS MOVIES?

Several companies have recently tried incorporating movie editing techniques in games for a greater sense of reality. The Lucasfilm games come most readily to mind.

Mindscape -- in addition to throwing the best party at CES -- rented a hotel suite to demonstrate Cinemaware, a series of "graphically advanced" computer games for the ST. Among the impressive list of contributors to

this series are Bill Williams, author of Necromancer and Alleycat; Sci-Fi author and computer pundit Jerry Pournelle; Bruce Webster, author of Sundog; and Doug Sharp, of Chipwits fame.

The games have theatrical titles as well: "Sinbad and the Throne of the Falcon", "The King of Chicago", "Defender of the Crown", and "S.D.I.", a Sci-Fi thriller. All four games were prominently illustrated with garish movie-style posters hanging from the walls of the Mindscape suite.

A Mindscape representative said the games were designed with the "older, more sophisticated gamer" in mind. All games are to be primarily best graphics possible. They will each feature an original musical score and an "open universe" -- there will be no "right" way to play. "We learned a lot from Sundog," the Mindscape rep said.

The games will also use real-time situations with built-in timers. Players will be forced to make decisions within the limits. "We picture the player with sweat dripping down their faces," Mindscape said.

The Amiga demo was a little more involved than the ST, but both demos were essentially picture slide shows with a bit of animation now and then. The graphics on both machines, however, were excellent. No mention was made of how many disks each game would require to display a complete movie, or how the designers would manage to manipulate massive amounts of graphics memory.

S.D.I. the first release, should be ready by October 1st. The remaining games are expected in time for the Christmas season.

**INFILTRATOR:** For the 8-bit crowd, Mindscape will be releasing Infiltrator, a C-64 port. Described as a "strategy adventure", it sounds more like an arcade game.

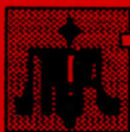
You are helicopter ace Captain Johnny "Jimbo-Baby" McGibbits. Your mission is to fly through hostile enemy air space. No release date was given. Price is expected to be \$29.95.

## AND YET MORE PRODUCTS

Although no one product struck us as the star of this CES, we were impressed by the energetic support of Atari by third-party developers.

**Q, no A:** No name has been set for the Softronic's integrated package similar to Q & A on the IBM which will include telecom-





communications, CAD, word processor, database, and spreadsheet.

**JUST LIKE THE OLD DAYS:** Epyx Software decorated a room in the West Hall to look like a Chicago gangster's warehouse. Computers sat on crates and life-size cardboard gangsters glared threateningly from behind tommy-guns.

Epyx is adapting the Temple of Apshai Trilogy, World Games, and Rogue to the ST. All were in final form at the show and are expected on dealer shelves by the end of June.

Rogue, a graphic version of an old classic fantasy role-playing game which graced the minis and mainframes of college campuses for many years, is mouse-driven and takes good advantage of ST graphics. There are 27 levels, and role-player fans should love it.

The old favorite, Temple of Apshai has been placed within GEM with drop-down etc. Graphics are slightly clearer than the 8-bit versions, but otherwise the ST Apshai is pretty much the same as the 6502 classic.

**SUPRA DRIVERS:** Did I mention the Supra 20-meg hard disk that is about 3 1/2-inches longer than an Atari 3 1/2-inch drive, but otherwise the same size? How about the Supra 60-meg hard disk which is the size of the old Supra 10-meg? Supra scattered a few of these at select booths at CES just so we would believe they really exist.

**80-COLUMN CARD ADDENDUM:** For the technically minded who are wondering how to program the Atari 80-column card, Jose Valdez of Atari tells us the adapter takes E: device calls and can also receive P: device calls. Just send certain codes to the device and you're on your way.

The card will be completely "transparent" to any software using the E: device -- such as BASIC cartridges. Programs addressing the screen directly will run into some unusual problems and have to be reprogrammed to work with the new card.

FTL gave Antic demo disks of Micro Cookbook and Dungeon Master to take home. Yes, Micro Cookbook is a cookbook on disk. The database of recipes is easily searched according to a variety of categories.

Dungeon Master, a point-of-view dungeon maze, will be followed up with construction kit disk. FTL is currently talking to dungeon game fans to find out what they like.

The graphics on the demo disk are remark-

able -- you "walk" downstairs, through doors and as you approach objects from a different angle, you get a different point of view. Both are due in September.

**A-MAZE-ING!** Xanth, creator of the 8-bit and ST Boink! and Fuji Boink! demos is developing a 3-D maze game with smooth-scrolling mazes. The trick here is that Xanth plans to make this a multi-machine game where each player can track down another with the maze.

**SHANNER SLEW:** Shanner International has a whole slew of ST products on the way, including ST-Key, a desk accessory for function-key macros; Soundwave SW-1, a single-track MIDI sequencer; Colorwriter, a GEM-based word processor; LogiKchron, a real-time clock cartridge; and MacroDesk from Blue Moon Software, a desk accessory which includes calculator, weekly planner, cardfile database, and alarm clock calendar.

**XLENT:** Xlent Software will be adapting all its 8-bit products, including Rubber Stamp and Page Designer, to run on the new Atari XMM 801 printer. Xlent will also create a translator program to make your computer "think" the XMM 801 is an Epson.

## BUFFER CONTROL:

Up to 11 computers to share up to two parallel printers with the Falcon ACS (Automatic Control System) series of printer buffer-controllers from Pace Mark, a Chicago-based hardware firm.

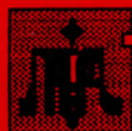
The main unit, Falcon ACS 3000, comes with either a 64K or 128K buffer (priced \$449.95 and \$589.95 respectively). This allows three computers to use one printer. Additional units increase the capabilities of the system, which is targeted at schools and businesses.

Mastronic International, a London-based software firm with stateside offices in Maryland, showed several games for the 8-bit and announced more to come for the ST.

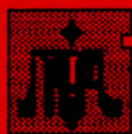
Ninja, Speed King, Electra Glide, and Action Biker are 8-bit games at the low price of \$9.99. Ninja will be adapted for the ST along with another game called Mirage.

Hi Tech Expressions has a series of Print Shop-like programs with the added gimmick of in-computer animation presentations. CardWare (greeting cards), PartyWare (placemats and invitations) and HeartWare (mushy stuff) retail for \$9.95 each.





# MILATARI NEWSLETTER



PAGE 10

## Notes from the President by Ron Friedel

Here I sit in front of the computer trying to think how I should start writing this column. Oh well, here goes nothing.

First of all I would like to thank Steve Armstrong for the excellent game review of the ChessMaster 2000 program in the last issue of the newsletter. I particularly enjoyed that part of the review where Steve told about playing the ChessMaster program against Sargon III on a Macintosh and a human chess expert at the same time. This makes a good, readable, and interesting review. We in MILATARI are happy that one of our members, Mark Mangen, was on the software development team for this program. Mark has moved to Los Angeles to work full-time for Software Country, the developers of the ChessMaster program.

Secondly, all of us music lovers were treated to a great demo at the last meeting on June 21st. Bob Derrmarais from Cascio Music in New Berlin demonstrated the Hybrid Arts MIDI Interface connected to a 130XE running the MidiMate III sequencer program. Bob went all out for this demo; he brought a total of 7 electronic instruments that were all connected together with a mess of wires. Bob's demo was further enhanced by the great sound system set up by David Coak, our professional sound man. Bob showed us that the MidiMate III program is a very powerful music editor. This was interesting because I recently paged through a MIDI issue of the KEYBOARD MAGAZINE and didn't find any programs that tied the MIDI instruments to the Atari Computer. All of us Atari people will develop a Rodney Dangerfield complex if this keeps up. Thanks again, Bob and David.

One of the reasons why I have delayed writing this column is that I have just had my 800XL upgraded to 256K RAM. This is the version which is 130XE compatible. I am using the circuit board produced by Dennis Bogie and Peter Kurth which makes a good and easy installation. Just now I was trying the various sector copying options available using SpartaDOS 3.2. I would again urge all to take a look at SpartaDOS; the "batch" file option makes it easy to load the RAMdisk with the appropriate programs that you need to use. Dennis and Peter will probably have these RAM expansion boards for sale at the next meeting. They also have had experience doing other upgrades. For instance, I had the use of a 288K version of the old 800 over the last weekend that was built by Dennis.

The officers of MILATARI have just suffered through another board meeting. We are again looking for another place to hold our meetings, preferably free. Some of us remember this type of search about 2-3 years ago when we moved from the Waukesha State Bank to the Armbruster School. Ideally, we would want a meeting place in the west central part of the Milwaukee metro area with a

large meeting room and other smaller rooms that can be used for the various SIGs. Does anyone have any ideas on how we might make more money/or spend less? Contact me or any other officer. Better yet, come to the next board meeting with your ideas. The board meetings are held on the Monday following the Saturday general meeting. We meet at the Ground Round Restaurant on Hwy. 100 (108th. St.) & Bluemound Rd. at 7:30 PM. The next board meeting is July 21st; otherwise I'll see the rest of you on Saturday, July 19th.



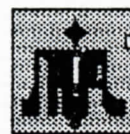
## The Following ST Library additions will be available at the July Meeting

- o Atari Dealer demo
- o Dungen Master Demo **\$5 each**
- o ZoomRackes Demo
- o PC Board Builder (Monochrome only)



**I only regret I didn't  
ever write an article for  
the MILATARI Newsletter**





## The Fuzzy Nolan Review -by Gary Nolan and Dave Frazer

WHAT IT IS, WHAT IT IS...

We ran short of time but not hot weather (or so it seemed in the gym) at the June meeting, and I never did get to give a CES report. So this month's column will cover what was happening in Chitown.

But, before I get into that I'd like to thank Bob Derrmarais of the Cascio Music Co. in New Berlin for giving of his time, talent and equipment in putting on a really good MIDI demo. He probably could have added another hour to his demo and we all would have enjoyed it. If you weren't there, you missed one very good demonstration of what a good musician can do with the new technology and musical talent.

OK, on with the report.

On Tuesday night, June 3rd, at Triton Collage the ChicagoLand Atari Users Group held a special meeting to which they invited people from other user groups and as many Atari related software and hardware exhibitors from CES as they could find.

In attendance from Atari where Jose Valdez, Dennis Friedman, Richard Frick, John Scrutch, Brian Kerr (WHO?), and Sig Hartman.

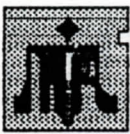
From Analog we had Lee Pappas and Claton Waldom. From Antic came William Powell and John Loveless. Batteries Included was represented by Marty Herzog (the hit of the evening) and Bill Wilkerson was there for OSS.

The meeting started off with CLAUG reading the results of a survey they had taken to determine what people use their computers for and what types of equipment they own and doing a little general meeting type stuff. After that we got to hear from the assembled VIP's.

Sig Hartman passed on greetings from "Daddy Jack" and the rest of the Atari staff who couldn't make it and told us how happy he was to be there to address this captive audience. He also thanked the user groups for their support. Then he passed on the following info as to what's happening at Atari. The company is in good shape financially, work is continuing on the IBM emulator and should be ready by the end of the year, and several terminal programs are in the works for the ST's. There are now over 500 programs available for the ST's and the list is growing every day. Atari plans to move into selling third party software. The 8-bit computers will continue to receive support from Atari and new software is being developed for these machines also. Along these lines we heard that an 80 col. card with a centronics type port will be released this fall with a price of about \$80. It has 8K of RAM, a 9X9 character cell, runs on a mono monitor and works with E: calls from basic, ect.. Watch for a 1200 baud modem with Hayes compatibility (no price was mentioned) later this year. Everyone from Atari spent a lot of time NOT denying that Atari is planning to release a 3 1/2" drive for the 8-bit computers and a new DOS to handle these drives and the old single and enhanced density drives we all have. They did say they have NO plans to sell a true double density 5 1/4" drive. After all, you've got enhanced density why do you want double density? Anyway ICD makes an upgrade kit for the 1050's so buy that and stick it in your disk drive.

As I mentioned Marty Herzog from Batteries Included was the hit of the evening. BI is trying to hold the line on software costs and to this end they have tried to hold upgrade costs to a minimum (\$10/\$15) in most cases. They will also allow user groups to do upgrading on most software. In this case you show up with the original and the group can do the upgrading at the meeting. Groups can do this because BI's software is not and will not be copy protected as long as they feel that the users are not taking advantage of them. Of course the UG type upgrade would not give you the upgraded manuals but that's the way it goes. If you want those you'll have to send to BI for the upgrade, and at \$15 or so it's a great deal. As to current and future software BI is shipping Paper Clip w/spell checker that will be revised to support the new 80 col. board when the specs are known. There is an ST version of PC called Paper Clip Elite along with other 8-bit to ST revisions such as B-Graph Elite. DEGAS has been upgraded to DEGAS Elite to allow you to use your DEGAS files with PC Elite. Among other improvements are the ability to zoom up to 10X, draw with fill patterns, move between 8 different screens and rotate objects. A "real time" spell checker called Thunder will be available soon (if not already) which will allow you to





define abbreviations such as PC to mean Paper Clip. When the program encounters this abbreviation it will automatically spell out the words Paper Clip. Neat! They also have Time Link available now. This is a time keeping/scheduling utility that lets you plan up to a year in advance. To round out their offerings we have HomePak, BTS a combo spreadsheet/desk accessory, The Consultant a relational data base, Portfolio an investment management program, IS Talk a communication program with a 50,000 word spell checker and IS Time (and Billing) an office management program for business use. All the above are ST versions and are file compatible which means you can interchange info from program to program. You ST people who had Paper Clip on your 800, XL or 130XE can upgrade to the ST elite version for only 50% of the Elite cost. How much easier can they make it? Also as mentioned none of BI's software will be copy protected which will allow you hard disk owners to move it over with no problems. They are putting A LOT of faith in Atari owners to not take advantage of them. Lets see if it's well placed, only time can answer that one.

ANTIC, ANALOG, and COMPUTE all announced new ST magazines. Antic's version will be called STart and will be a quarterly, as all are (I think). When you subscribe to STart at a cost of \$59.95, you receive 4 issues of STart which includes a 3 1/2" disk and 12 issues of Antic. A full disk subscription to Antic (4 issues STart w/disks and 12 Antics w/5 1/4" disks) will set you back \$150. The first issue of STart looked a little more promising than the first issue of Analog's offering which is called ST.log, which looked real good. I'm not really sure if Analog will put this out as a stand alone mag or do what they did for the first issue, and stick it in the middle of the regular issue. Compute's, Atari ST will be a bi-monthly disk/magazine combo going for \$13 an issue or \$60 a years subscription. And if you order a prepaid subscription before Aug. 1st, you'll get the first issue free. After you get past the big three you come to magazines like STnews, a bi-monthly publication that will run you only \$15 a year. (Sorry, no disks included) And while the first issue was on newsprint paper, you can never tell this early in the game. And while we're talking about magazines lets mention the news concerning the Atari Explorer. Take heart all you Atari fans, the news is that Atari has signed on David Ahl and Betsy Staples to take over the chores of putting this mag together. The names should sound familiar, them's the folks what used to do Creative Computing. If it's true, it's a smart move on Atari's part. (You know, these kids show some promise)

There was the usual question and answer period that's common at this type of gathering where some of the above info came from. But I did learn something interesting from that period. If you want to see Dave and JJ break into a heavy sweat hand ME a microphone in front of a group of Atari VP's. I don't understand it! Once we established that almost half of the people assembled in the room were from groups other than CLAUG things went pretty well. Not to say anything against CLAUG, but I think that once the VIP's realized how many other groups were in attendance and how many Atari owners would get the messages from the source, they sat up straight and paid attention. It was good meeting and CLAUG should be thanked AND congratulated on getting those people together for the benefit of us all. A proposal was made to make this an annual event, and all participants agreed. So here's looking forward to next year.

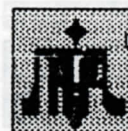
As for this year's Summer CES, it was kind of a let down for me. It was apparent from the start that there was less to see for there were noticeably fewer exhibitors than last year. And that's a blanket statement for computer people and for the rest of the show. Almost the only interesting part of the computer exhibits was the Atari booth. In it were crammed the ST and 8-bit developers, the 2600 & 7800 game units and a arcade display. Among those developers present where Activision, Michtron, Epyx, OSS, ICD, Haba, Batteries Included (with a separate booth on the floor), Covox, SSI, MicroProse, MiGraph, Artworx, EXlent and the people from Quickview and others. There was a lot of hardware around like a 60 Meg hard disk from Supra Corp. and a HP Laser printer running of an St.

Some of the more interesting things we saw were Easy Draw from MiGraph which is more like a CAD program than a drawing program. ICD, those clever folks who gave you 1050 owners true double density, had a whole raft of products. The most interesting of these was the Multi I/O Board which comes in three configurations. #1 has 256K (\$199), #2 has 512K (\$249) and #3 has 1 MEG of RAM (\$349). The board has its own power supply so it will retain what's in memory when the main computer is turned off. It runs on an 800XL or 130XE and plugs into the parallel port. It will not run on the old 800 or those computers with a









## More than helpful hints... or get a grip on gaming. reprinted from Computer Squad

**ZORK I** - In the loud (echo) room, type the word 'ECHO' and all is fixed. You can get the bar by typing 'GET BAR'.

**ULTIMA III** - To get into the Exodus Castle, type the word 'EVOCARE'.

**ALL ON-LINE ADVENTURES** - When you die, press RESET and you can continue without graphics forever.

**PITFALL** - Start the game by pressing OPTION and you will have unlimited lives.

**PHAROAH'S PYRAMID** - The code word is 'THRONE'.

**SPARE CHANGE** - Pressing 'CONTROL Z' will bring you to the zerk control panel.

**TRACK ATTACK** - On the box car screen, listen for a click from the keyboard, then one second later jump.

**LODE RUNNER** - Press 'CONTROL E' while loading from editor command menu. Now you can type on character commands.

**SPELUNDER** - In sector 28, look for this string: A6 CB 30 2D - Change to: A2 07 86 CB. This will give you unlimited lives.

**DIAMOND MINE** - The password is "DIAMOND". This will bring you to levels sixteen to twenty.

**THRESHOLD** - Remove threshold disk from drive after loading. Every time the drive restarts, you will be up one level. Insert disk when drive is off to start at that level.

**STRIP POKER** - Change file OP1.1 to short. Change OP1.5 TO OP1.1. The first girl will appear nude.

**PHAROAH'S CURSE** - The password is 'SYNISTOPS'.

**CANYON CLIMBER** - If you complete the first screen and have lost any men, hold the joystick button as the bridges blow up and you will have three men but no score.

**SOFT PORN** - On the first board, go to far right and type '54354' and press the number of the board you want to go to.

**PREPPIE** - Pause the game while in play. Press RESET and re-start it. All objects except your man and frog will remain still.

**DONKEY KONG JR.** - Pause the game, hold down the SHIFT KEY and type 'BOOGA'. Un-pause the game and press 'S' to change screens, 'K' to make yourself immune to snappers, birds, and sparks.

**SCROLLS OF ABADON** - The following are a list of commands to type while playing:

**WALL** - allows movement against arrows.

**ICE** - suppresses monsters temporarily.

**RES** - Type when game is over and you will get one free man

**SPA** - This creates a shield which will kill all monsters

**FLI** - Warps you to next level

**VIS** - Makes disks visible without gems.

**MAP** - Makes all parts of the map visible

**OLLIES FOLLIES** - Type the following passwords to go to higher screens:

**FRANK FANDA NORBI ZOONOM.**

**GHOSTBUSTERS** - For your name, type '600'. When it asks if you have an account, type 'Y' COUNT #:11111111. You will have \$246,000.

**GHOST CHASERS** - Hit the START button. Then type 'FANDA'. You will start at a higher level.

## smash

(smash) n. A destructive read.

This program causes a smash of all input data.

## cold boot

(kōld bōōt) v. To start a system anew.

You cold boot a system if the power is off or after a crash.

## garbage

(gär'bīj) n. Useless and unnecessary data.

These outdated disks are full of garbage.

## zap

(zăp) v. To destroy data.

I zapped important data when I used the same filename twice.

Aug 23 MILATARI  
Picnic



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Your contributions of articles are always welcome. You may submit your article on ATARI compatible cassette or diskette, on typewritten form or you can arrange with the editor to upload your file via modem. You can send Graphics eight or seven plus screens stored on disk in Micropainter or Micro Illustrator formats.



I would like to point  
out the fact that YOU  
haven't submitted an  
article for the  
MILATARI Newsletter

### Milwaukee Area Atari User's Group

MILATARI is an independent, user education group which is not affiliated with ATARI INC. The newsletter is the official publication of MILATARI and is intended for the education of its members as well as for the dissemination of information concerning ATARI computer products.

MILATARI membership is open to individuals and families who are interested in using and programming ATARI computers. The membership includes a subscription to this newsletter and access to the club libraries. The annual membership fee is \$15 for individuals or \$20 for a family.

Vendors wishing to display and/or sell items at MILATARI meetings must make prior arrangements with the club vice president. Rates are \$10 per meeting or \$90 per year payable in advance.

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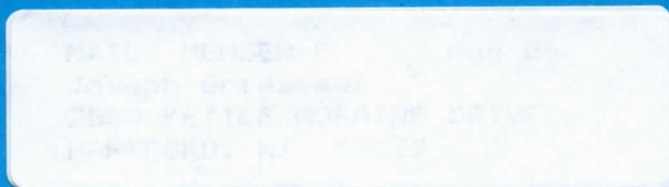






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